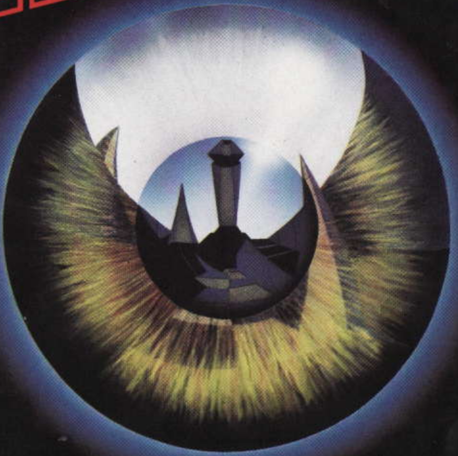
the SENTINEL



FIREBIRD

GOLD EDITION

the SENTINEL

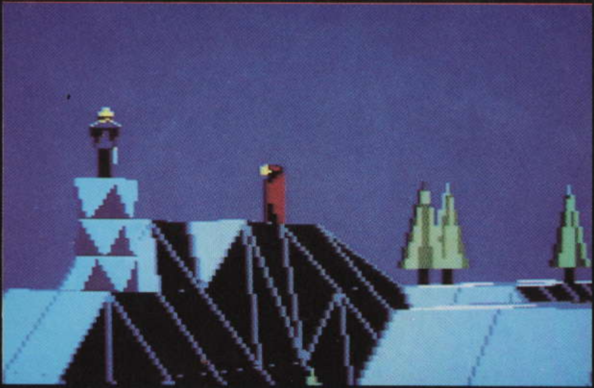
The object of the game is to absorb the Sentinel and replace him as ruler of the landscape. Once achieved, you may hyperspace into a new world to begin the struggle afresh.
Once you have loaded the game, the title screen will be displayed. Press any key and you will be asked to input a landscape number 0000 to 9999.
After you have entered the landscape number and hit return, you will be prompted for an 8 digit secret entry code unless you chose landscape 0000 which does not require an entry code.



After a short delay, you will be shown an aerial view of the selected landscape which shows the relative positions of the Sentinel (the one standing on the tower) and the sentries, if any. Pressing any key will take you onto the landscape's surface. The Sentinel and sentries will be inactive until you expend or absorb energy. This allows you to have a look around and plan your assault on the Sentinel.

Once activated, the Sentinel and sentries slowly rotate, scanning the landscape for squares which contain more than 1 unit of energy. If they can clearly see such a square, the Sentinel/sentry will reduce the energy to 1 unit by absorbing 1 unit at a time and creating a tree randomly on the landscape. Therefore a robot becomes a boulder and a boulder becomes a tree.

You absorb things and create things by turning on your sights and centering them on the square surface below the object to be absorbed/created. Boulders, however, act as an extension of the square surface, and the sights should be aimed at the side of the boulder. Boulders can be stacked and have things placed on top of them.



The amount of energy you have is shown at the top left of the screen in the form of Robots, Boulders and tree icons. A coloured (non-blue) robot is worth 15 energy units.
To move around the landscape, you must create a robot and then, with the sights still on, press the transfer key. You will now be in the new robot facing your old robot which you may absorb.
The indicator on the top right of the screen is the scan warning. If a Sentinel/sentry spots you, this indicator will be filled with specks. You have about 5 seconds to move out of view before your energy is drained 1 point at a time. Once all of your energy is drained, then you are absorbed and the game ends.
The total amount of energy in a landscape remains constant, so if a unit of your energy is absorbed, a tree will be randomly placed on the landscape.
If the Scan warning indicator is only half filled with specks, this means that the Sentinel/sentry can see you, but cannot see the square that you are standing on: so it cannot absorb your energy. In this situation, it looks for a tree near to you and transforms it into a Meanie.



The Meanies' job is to flush you out, which it does by forcing you to Hyperspace. The Meanie rotates quickly, making a low clicking sound, until it can see you. You will then Hyperspace to a new location.

Hyperspacing uses 3 units of energy, because it creates a new robot in a random position and automatically transfers you to it, leaving your old robot behind. You are likely to end up at the same height or lower, but never on your original square. If you hyperspace with less than three units of energy, you are destroyed.

Once the Sentinel has been absorbed, you can no longer absorb energy, although you can still create objects and transfer to other robots.

Once you Hyperspace, while standing on the Sentinel's tower, you will be given the 8 digit entry code for a new landscape. The landscape that you are given = Present landscape number + Energy left after the Hyperspace.

KEY SUMMARY

	CPC	SPEC
Pan Left	**S**	**S**
Pan Right	**D**	**D**
Pan Up	**L**	**K**
Pan Down	</,	**M**
Create Tree	**T**	**T**
Create Boulder	**B**	**B**
Create Robot	**R**	**R**
Sights on/off	**SPACE**	

	CPC	SPEC
Hyperspace	**H**	**H**
U-Turn	**U**	**U**
Absorb	**A**	**A**
Transfer	**T**	**T**
Quit	**1**	**1**
Pause	**0**	**0**
Unpause	**9**	**9**

ENERGY VALUES

Tree	1
Boulder	2
Robot	3
Sentry	4
Sentinel	4
Meanie	1

LOADING INSTRUCTIONS

SPECTRUM Type **LOAD""** Press the **ENTER** key and then press the **PLAY** button on your recorder.

AMSTRAD **Cassette CPC 6128,664 and CPC 464 with disc.**
Hold down **SHIFT** and press the @ key. Enter **TAPE** then press **RETURN.**
Now follow the CPC 646 cassette loading instructions.

CPC 464 cassette loading
Hold down **CTRL** and press the small **ENTER** key.
Press the **PLAY** button on your recorder.

Disc
Enter **RUN"DISC"** and press **RETURN.**

Program design by Geoff Crammond
Amstrad version programmed by Geoff Crammond
Spectrum version programmed by Software Creations
Cover illustration by David Rowe

GUARANTEE
If this program is faulty and fails to load, please return it to the address below and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.